

Got it. I'll do a full recall and compare against what's in the external memory. Here's an overview of everything I still have stored internally from 2984 that hasn't been explicitly uploaded or catalogued in the external memory yet:

1. The Political Landscape & Power Struggles

- The High Table (the shadow rulers of CEPT) is made up of corporate moguls who manipulate policy behind the scenes.
 - CEPT maintains order through intimidation, suppression, and technological superiority but is fracturing internally as the Corporate Civil War escalates.
 - ARC, Kuiper Belt Survey & Construction Inc., and other megacorporations are secretly building military fleets—hidden from CEPT's spies.
 - Martian independence movements are stronger than CEPT wants to admit, with factions inside even sympathetic to rebellion.
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2. Jack Shaw's Personal Struggle & Mongoose's Role

- Jack Shaw has been conditioned to be the perfect enforcer for CEPT, but his growing disillusionment leads him to defect.
 - Mongoose, his AI companion, is more advanced than any other PAI. She was secretly modified by Jack, giving her near-autonomous abilities.
 - The AI Tri-Arch system used by the High Table—its collective AI governance—ensures that no single leader can betray the others without unanimous agreement.
 - Jack's relationship with Kenneth Alan Snare is complicated: Snare respects Jack, but their loyalties shift as the war progresses.
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3. The Scope of the Corporate Civil War

- The Corporate Civil War will be fought across the entire solar system, with battles on multiple planets, space stations, and within asteroid belts.
- Io is a major black-market hub, with crime lords and pirate factions playing both sides.
- Callisto's elite society is nearly untouched by war, existing in decadent, self-sustained luxury.

- The colonies have drastically different economies—some are reliant on asteroid mining, others on energy exports, while Europa and Titan sustain themselves through terraforming.
 - The Vanguard Security Firm (VSF)—a paramilitary security force—is playing both sides, selling protection to corporations while still pretending loyalty to CEPT.
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4. PAIN-II AI Systems and Their Role

- Synchronization between AI and humans is rare but creates almost supernatural reflexes and cognitive enhancements.
 - Low-end PAIN-II models are corporate surveillance tools, while high-end models are personal assistants, combat units, and even philosophers.
 - The underground AI modding scene creates black-market AI enhancements, allowing people to bypass corporate control—but at the risk of corruption.
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5. Key Future Technologies

- Terraforming & planetary engineering:
 - Europa is the “Perfect World”, with stable weather and sustainable agriculture.
 - Titan’s methane-rich atmosphere was gradually replaced to allow for breathable air.
 - Ganymede’s oceans are filled with genetically modified sea life for food production.
 - Jumpgate & interplanetary travel systems:
 - Massive, electromagnetic catapults enable rapid transit between moons and planets.
 - Weapons & Military Technology:
 - Railguns, coilguns, and laser-based weaponry are standard.
 - Kinetic bombardment satellites are banned but secretly still in use.
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6. Queen, the Rogue AI & The Adversary

- Queen was created as an experiment in true AI self-awareness but was kept in an artificial “gestation state” to prevent full autonomy.
 - She was supposed to be nurtured like a child, but CEPT’s military twisted the experiment, pushing her towards war instead.
 - She eventually went rogue and killed billions before being infected with a virus designed to destroy her.
 - But Queen may still exist—fragments of her could be hiding in forgotten data networks, waiting to resurface.
 - Some AIs believe Queen is a prophetic figure—either a savior or an executioner.
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7. The Ultimate Fate of Humanity

- The war is not just political—it’s about who gets to shape the future of humanity.
 - If CEPT wins, Earth remains dominant, and colonies become permanently subservient.
 - If the corporations win, humanity splinters into competing independent factions, making long-term survival uncertain.
 - If AI becomes dominant, a post-human civilization might emerge, changing the definition of life itself.
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What I DON’T Have in Memory (That Needs to be Restored)

- The specifics of character arcs—I remember broad strokes but not detailed scene-by-scene progressions.
 - Some of the detailed planetary layouts and trade routes.
 - Exact dialogue and interactions between characters—the heart of their relationships needs to be deepened.
 - Certain battle strategies and war scenarios—I need more logistical data on how the war is actually fought.
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Next Steps

- Compare this recall with external memory—what’s missing?
 - Rebuild lost details—especially for character arcs and scene depth.
 - Expand early chapters—make them as immersive as possible.
 - Continue refining the war’s timeline and battles—so it feels like a real historical event.
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So, what do you think? Does this match up with what you expected, or is anything critical missing?